



# DIGITAL PRESS



JANUARY/FEBRUARY 1992

published bi-monthly

\$1.25

## SEASON'S GREETINGS

Welcome back to another edition of DIGITAL PRESS! I'm sure all of our pockets reflect that the holidays are upon us, but look at the bright side - if you dropped good hints, your system will be humming this Christmas with some new carts. Still looking for the perfect gift for a fellow gamer? I've compiled a little list of hot titles for the current systems. You can't lose if you pick one of these!

- **Actraiser** (Enix/Super NES): Part sword-battling action, part strategy. Unbelievable soundtrack and state of the art graphics.

- **Castlevania IV** (Konami/Super NES): How can you lose with this series? This one really shows off the Super Nintendo's graphic capabilities.

- **John Madden Football '92** (E.A./Genesis): Electronic Arts did their classic one better with improved gameplay and added features. A must for any football fan.

- **Pit-Fighter** (Tengen/Genesis): Dazzling digitized graphics and sound highlight



PIT-FIGHTER

what may be the best fighting game ever made!

- **Shatterhand** (Jaleco/NES): An old theme done remarkably well. The sound and graphics are above what you would expect from the 8-bit NES.

- **Star Wars** (Lucasfilms/NES): Multiple challenges and cinema display intermissions await you. Fans of the movie will enjoy interacting with their favorites from the movie.

- **Checkered Flag** (Atari/Lynx): One of the best games for the Lynx to date, with many nicely scaling tracks and unusual options. You can even select if your driver is male or female!

- **Battletoads** (Tradewest/Gameboy): The NES classic converted to the Gameboy looks pretty good. Not to be passed up if you liked the original or are looking for something along the lines of the *TMNT* game for the Gameboy.

- **Faceball 2000** (Bullet-Proof/Gameboy): A really fun multi-player maze game. Plays like "Tag", from a first person perspective.

- **Burning Fight** (SNK/Neo-Geo): It's another fighting game from SNK, but it looks and sounds great. Don't expect anything new in gameplay, but if you're looking for state-of-the-art, this is it.

- **Andre Panza Kick Boxing** (NEC/Turbografx-16): Right on the heels of *Champions Forever Boxing*, this one does CFB one better. The animation is very smooth, and the graphics are incredible.

I hope this helps you out if you were stuck without a Christmas list. If you give one of these as a gift this holiday season, you're surely going to make someone very happy. These are not only "hot" titles, but also highly rated ones by our staff.

While I'm on the subject, I should mention that from this issue forward, you will see our staff members rate more games and in more categories than before (graphics, sound, gameplay and overall) - check it out! I felt it was important that all of us give more input. We also added some graphics to recurring columns.

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Finally, you'll see more writing by the rest of the staff in this issue. Anyway, enjoy your holidays (and this installment of Digital Press). See you again in February!

## HOW TO TRAIN A NON-GAMER

by Joe Santulli

I couldn't begin to tell you how much experience I've had in this area. Since videogaming has been a huge hobby for most of my life, nearly every friend, all of my family, and practically each girlfriend I've ever had along the way had to (at least slightly) adapt to my gaming lifestyle. It used to be hard to even get someone to pick up a controller and try, and I've learned to be very careful about what to get a newcomer involved in at first. If you blow it right away, they'll never come back to try again.

I took particular care in bringing my fiancée along the gaming path slowly. She had never played video games before, and had no desire to start when we first met. My overwhelming enthusiasm for the hobby eventually won her over. I am proud to say that today she is quicker at picking up a new game than I could have hoped, and she is the best female gamer I have ever played side by side with (or against).

I think many of us who devote so much time and money to this hobby have tried to show someone how to play a game, only to frustrate them to the point where they just don't care, or have them end up laughing at their own uncoordination and politely telling you "I'm no good with these things." I can help you out with newcomers. There are some definite rules and "tried and true" techniques to getting them interested and keeping them interested:

**#1. KEEP IT SIMPLE.** Most importantly, start simple. If you think someone with very little videogame experience is going to jump right into "*Might and Magic*" or "*SimCity*" you're mad. Find the easiest games to play. *Mario Brothers* was packaged with the Nintendo systems for a reason. It's an easy game to learn. *Sonic* is even easier. There's only one button used.

**#2. EXPLAIN THE CONTROLS.** Let your newcomer get the feel for the controls. If you're playing on an Atari 2600, don't

worry about this too much. If you're on the Super Nintendo, you should explain what the buttons do before you start playing the game. Quiz them on it before you power up the system to make sure they were listening.

**#3. DRIVING AND FIGHTING.** A gender-specific rule: this has always been true: girls LOVE car-driving games. Guys LOVE fighting games. It's just a formula. Some top picks: *Final Lap Twin*, *Moto Racer*, or *Super Hang-on* for the gals. *Streets of Rage*, *Double Dragon*, or *Final Fight* for the guys.

**#4. EVERYBODY CAN PLAY A MAZE GAME.** Maze games are very easy to play and their addictive quality works especially well on novice gamers. You can't lose with *Ms. Pac-Man*, *Cratermaze*, or *Ladybug*. Stay away from *Mouse Trap* for the ColecoVision or Intellivision, though (explained in the next rule).

**#5. KEEP THEIR EYES ON THE SCREEN.** Keep the rookies away from games where they have to take their eyes off of the screen to see the controller, a map, or a manual. That means no *Tron Deadly Discs* or *Night Stalker* for Intellivision, any of the "Super Action" games for the ColecoVision, or even *Secret Quest* for the Atari 2600 (you have to write stuff down for that one). It all goes back to rule #1: Keep it simple.

**#6. HANDICAP YOURSELF.** It's good to play head-to-head, but if you kick their butt on the first game they won't come back for more punishment. Limit yourself. Lose by a close score. Try things you normally wouldn't do against the computer. One thing I like to do is take the worst team and give the opponent the best and then really play my heart out. If the game is well-designed, you'll still lose. *John Madden Football* becomes a nightmare for the veteran player controlling Atlanta vs. your newcomer's All-Madden team!

**#7. SIMULTANEOUS 2 PLAYER GAMES ARE KEY.** I mentioned in a review of *Star Control* last issue that these are the games that more closely mimic our childhood play. Two of us (or more) play at the same time. We can be on the same team if we want. Excellent choices: Electronic Arts' *NHL Hockey*, Nintendo's *Mario Bros.* (not *Super Mario*), and Mattel's *Horse Racing*.

**#8. TELL THEM THE PLOT.** Usually the corny introduction in the player manuals do this for you. Veteran gamers just cut to the chase, but fleshing out the story for your newcomer can add excitement and purpose to the game.

**#9. BRING THEM ALONG SLOWLY.** Getting frustrated defeats the purpose of playing a game in the first place. Be patient. If you see a novice player making the same mistake over and over again, ask them why they think it's happening - don't grab the controller and do it yourself.

**#10. FIND THEIR STRENGTHS.** This is the trickiest part of maintaining interest. If you notice a pattern - for example, your newcomer has very good timing - stick to games that require good timing. Most new players will have trouble with "reflex" games, which include shooters, but "timing" games, like *Frogger*, or

games of "skill" such as *Tetris* and *Columns* can produce a gaming rookie-of-the-year faster than you can blink an eye.

## GENESIS FOOTBALL FRENZY: SIDE-BY-SIDE

by Joe Santulli

It's getting close to Super Bowl time, and that means football season is in full gear. But we Genesis owners can play football every day instead of just Sundays and Monday nights. Why wait? Here is a brief side-by-side comparison of each of the five football games available, done up like the golf "side-by-side" we featured in Digital Press #1. If you're looking to purchase a cart, let this chart be your guide:

OPTION	MADD I	MONT I	DITKA	MADD II	MONT II
Number of Teams	17	26	26	27	26
Stats Frequency	Qtrly	Demand	Qtrly	Half	Often
Computer Opponent	Weak	Good	Good	Smart	Varies
Approx. # of Plays	130	50	40	130	70
Horizontal/Vertical	Vert	Vert	Vert	Vert	Horiz
Scouting Report?	Y	Y	Y	Y	n
Turf/Grass Option?	n	n	n	Y	Y
Weather Options?	Y	n	Y	Y	Y
Wind?	n	n	Y	Y	Y
Practice Mode?	n	Y	Y	Y	n
Playoff Mode?	Y	Y	Y	Y	Y
Full Season Mode?	n	n	n	n	Y
Player Ratings?	Y	n	Y	Y	Y
Coin Toss?	n	Y	Y	n	n
Substitutions?	n	n	Y	QB	n
Injuries?	n	n	Y	QB	n
Zoom Mode?	n	n	n	n	Y
2 Player Teammates?	n	n	n	Y	Y
Instant Replay?	n	n	n	Y	Y
Trade Across Teams?	n	n	n	n	Y
All-Pro Team?	Y	n	n	Y	n
Scoring Drive Stats?	n	n	n	Y	n

### OTHER FEATURES & DRAWBACKS:

**MADDEN I:** FEATURES: Playoff mode features "games in progress" scores and highlights; passing windows make QB'ing easy; more player control than others, allowing spins, dives, and jumps; true-sounding on-field action; accurate team jersey colors for home and away; audibles vary from team to team. DRAWBACKS: Quiet crowd, desolate sidelines; weak computer opponent.

**MONTANA I:** FEATURES: 10,20,30,40,50,60 minute game options; very animated referee; good music; computer suggests "Joe's Play". DRAWBACKS: Dull graphics; passing requires flipping through eligible receivers; limited kicking game; no player stats.

**DITKA:** FEATURES: Practice field goal kicking; substitution of any player, even in wrong positions; "Get Ready" message on change of possession; good crowd sounds; bullet passes or lobs; 3,5,10,15 minute quarters. DRAWBACKS: "Freeze"



passing mode ruins game momentum; no control of defense on kicking game; team jerseys often do not emulate NFL colors; no play selection for defense on a punt; very choppy and undetailed graphics.

**MADDEN II:** FEATURES: All the features of MADDEN I intact; computer player adapts to your style and plays accordingly; instant replay allows isolation on selected player; close-to-first-downs are measured with the chain; endzone and QB sack dances; bullet passes or lobs; QB injuries produce ambulance on the field; digitized crowd cheers and boos home team; open games allow weather and field type selection. DRAWBACKS: ?

**MONTANA II:** FEATURES: "Sports Talk" announcer has 250+ word vocabulary; "Zoom" mode scales players to 6x size; "Dream Team" drafting allows you to acquire superstars from other teams; 2 player teammate options allow one player

to be offensive coordinator and the other to be defensive; 16 week season plus playoffs. DRAWBACKS: Pass receivers drift off the screen; team jerseys often do not emulate NFL colors; players seem to "glide" on the playfield.

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Many gamers don't realize that the controllers from their favorite system are interchangeable with other systems as well. Try playing *Sonic the Hedgehog* (on the Genesis) with your Atari 2600 controllers! You'll need the Genesis pad's "start" button to get things rolling, but after that, you can pop in your joystick and go.

## Checklist Central

### COLECOVISION CHECKLIST, PART 2: EVERYBODY ELSE

#### ACTIVISION

- ☐ Beamrider
- ☐ Decathlon
- ☐ H.E.R.O.
- ☐ Keystone Kapers
- ☐ Pitfall
- ☐ Pitfall II
- ☐ River Raid
- ☐ Zenji

#### ATARI/JOY

- ☐ Centipede
- ☐ Defender
- ☐ Galaxian
- ☐ Jungle Hunt

#### COLECO (We missed these)

- ☐ B.C. II: Grog's Revenge
- ☐ Brain Strainers
- ☐ Cabbage Patch Picture Show
- ☐ Choplifter!
- ☐ Dr. Seuss' Fix-Up the Mix-Up
- ☐ Fortune Builder
- ☐ Monkey Academy
- ☐ Smurf Paint N' Play
- ☐ Star Trek

#### EPYX

- ☐ Gateway to Apshai
- ☐ Jumpman Jr.
- ☐ Pitstop

#### FISHER PRICE

- ☐ Dance Fantasy
- ☐ Linking Logic
- ☐ Logic Levels
- ☐ Memory Manor

#### IMAGIC

- ☐ Dragonfire
- ☐ Fathom
- ☐ Moonsweeper
- ☐ Nova Blast
- ☐ Tournament Tennis
- ☐ Wing War

#### INTERPHASE

- ☐ Aqua Attack
- ☐ Blockade Runner
- ☐ Sewer Sam (V)
- ☐ Squish 'Em Sam (V)

#### MICRO-FUN

- ☐ Heist, The
- ☐ Miner 2049'er
- ☐ One on One Basketball

#### PARKER BROS.

- ☐ Frogger
- ☐ Frogger II: Threedeep
- ☐ Gyruss
- ☐ James Bond 007
- ☐ Montezuma's Revenge
- ☐ Mr. Do!!'s Castle
- ☐ Popeye
- ☐ Q-Bert
- ☐ Q-Bert's Qubes
- ☐ Super Cobra (\*\*)
- ☐ Star Wars
- ☐ Tutankham

#### PROBE 2000

- ☐ War Room

#### SIERRA ON-LINE

- ☐ B.C.'s Quest For Tires

- ☐ Learning With Leeper
- ☐ Oil's Well
- ☐ Sammy Lightfoot
- ☐ Threshold
- ☐ Wiz Math

#### SPECTRAVISION

- ☐ Flipper Slipper
- ☐ Frantic Freddy
- ☐ Sector Alpha
- ☐ Spectron
- ☐ Super Crossforce

#### SPINNAKER

- ☐ Alphabet Zoo
- ☐ Facemaker
- ☐ Fraction Fever
- ☐ Jukebox
- ☐ Make-A-Face

#### STARPATH

- ☐ Escape From the Mindmaster

#### SUNRISE

- ☐ Campaign '84
- ☐ Gust Buster
- ☐ Mountain King
- ☐ Quest For Quintana Roo
- ☐ Rolloverture

#### SYDNEY

- ☐ Evolution

#### TELEGAMES

- ☐ Alcazar: Forgotten Fortress
- ☐ Amazing Bumpman
- ☐ Boulder Dash
- ☐ Cosmic Crisis

[ ] Meteoric Shower (\*)  
 [ ] Rock 'N Bolt  
 [ ] Skiing  
 [ ] Strike It  
 [ ] Tank Wars

20TH CENTURY FOX  
 [ ] M\*A\*S\*H

XONOX

[ ] Artillery Duel  
 [ ] It's Only Rock 'N Roll  
 [ ] Kung Fu Superkicks  
 [ ] Motocross Racer  
 [ ] Robin Hood  
 [ ] Sir Lancelot  
 [ ] Slurpy  
 [ ] Tomarc the Barbarian

[ ] Word Feud

PROTOTYPES (Not released commercially)

[ ] Fall Guy  
 [ ] Video Hustler  
 [ ] Yoke's On You

## KEY:

\* Built into Telegames Personal Arcade, a ColecoVision compatible.  
 \*\* Does not work on Telegames Personal Arcade.  
 V Voice Synthesis Cartridge.

Special thanks to Steve Bender and Victor Rigoli for helping us compile this list! In the next edition we'll list the complete VECTREX list (remember Vectrex? The "portable" system that did vector graphics only?) and look into some of the best and worst that the system had to offer.

**PRESS PROFILE: JOHN ANNICK**

NAME: John Annick

AGE: 28

OCCUPATION: Insurance Claims Adjuster

DATA: John is the only out-of-state writer Digital Press employs. In fact, he's also the only out-of-mind writer we employ. But he is a swell guy, and when he's not making high level decisions with our insurance policies, he's probably conquering Cleopatra's army in *Centurion: Defender of Rome*.

**RESEARCHERS NEEDED**

We're building an encyclopedia of the pre-Nintendo video era and would like your input! Needed: title, manufacturer, system, # players, # levels, # screens, game genre (ie. sports, maze), a brief (3 sentences max) description, and a numerical rating from 1-10 on a) graphics, b) music/sound, c) gameplay, and d) overall. Send as many as you like. Send for free materials for research. All contributors will be credited on final product. No computer software!

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Stuck on one of Electronic Arts' games? Need a tip that will put you over the top? Help is in sight, thanks to the "Electronic Arts Hints Hotline". Touchtone callers can go on a computer-guided tour of hints just by dialing 1-900-288-HINT. The charge is \$0.95 for the first minute and \$0.75 for each additional minute.

## Streets of Rage Strategy Page

Already a classic for the Sega Genesis, let's look at some things the manual doesn't mention as well as our tips for conquering the game at the harder levels.

### Skill Levels:

**EASY:** There are fewer enemies on each level. Level bonus at end of round is 0pts.

**NORM:** Standard number of enemies, bosses at average strength. Level bonus: 10000pts.

**HARD:** Same as NORM, except the bosses peak a mean punch. You will rarely survive three blows from any boss. Level bonus: 20000pts.

**HARDEST:** It will now take twice as many blows to eliminate any enemy, and they punch twice as hard. The bosses retain the same strength as in the HARD level. Level bonus: 30000pts.

### Bonuses:

**LEVEL BONUS:** awarded as listed above. **CLEAR BONUS:** Remember that not using your special attack ("A" button) nets you 10000pts per attack remaining. **TIME BONUS:** There's a small reward for beating the end boss quickly, but don't strain yourself for the 1000 or so extra points you stand to gain by hurrying.

### Round One: City

This level introduces:

Blue Thugs (500pts)

Yellow Punks (600)

Grey Ninjas (700)

Red Whip Women (600)

BOSS: Blue Boomeranger (3000)

This level should be easy no matter what skill level you play on. As a rule, remember that Thugs can carry weapons, but will never pick one up. Punks can flip you, but never punch. If a Punk flips you, just hold the direction key in the up position and rapidly press "C", averting damage. The Boomeranger slinging boss follows a distinct pattern: he skirts the edge of the screen. When he reaches the far left or right center, he lets the boomerang fly. If you are there waiting for him with a kick, he won't be able to get the throw off. Keep moving from the far left to the far right and back, picking him off when he's in position.

### Round Two: Street

This level introduces:

Red Axe Juggler (800pts)

BOSS: Blue Slasher (4000)

Nothing really new from the last level except for the Axe Juggler that appears near the end. You can penetrate his defenses by rapidly jabbing and



slowly moving in. Once you land three jabs, his axes fall and you can grab him for some serious pummeling. The Slasher is a tough boss. DO NOT JUMP OR KICK him! As soon as you are airborne, the Slasher moves at hyperspeed. Instead, approach him from directly above or below, end crowd in on his attack. Once in close, do some serious damage and then position yourself again.

### Round Three: Beach

This level introduces:

Green Thugs (600pts)

Purple Punks (700)

Black Whip Women (700)

BOSS: Red Barbarian (5000)

Suddenly you will notice the enemies getting up after back-drops and throws. On occasion, a Whip Woman will kneel down, injured. You cannot hit her at this point. Your best attack from this point is to get close up and throw some knees followed by a back drop. When she gets to her feet, kick her back down. That will usually finish her off. The Barbarian at the end of the level will attempt to charge at you and throw one punishing blow. You can thwart him every time by timing a jump kick as he approaches. If you have one of the faster characters, you might avoid the punch by moving directly up or down as he approaches, and then getting in an attack as he backs away. You can rack up an extra 5 000 points if you use your special attack just as you beat this boss. You only have a second to do it - gotta be quick!

### Round Four: Bridge

This level introduces:

Green Punks (800pts)

BOSS: Blue Fatso (6000)

You're at an advantage on this level if you use the holes in the bridge to your favor. You should be taking every opportunity to flip the enemy into the hole! The Fatso at the end of the level is easily the

toughest boss thus far. You cannot flip him, and once he begins to breathe fire, you can't attack from the front or stand in his way without taking a hit. If you have one of the fast characters, you can avoid his charge, then slip behind him throwing jabs. If you don't move in too close and space out your punches so you throw only jabs, you can usually take him out. If you have the slow character, Adam, your best bet is to use your special attack and then get right on top of the Fatso when he gets up. Also, if you went to start the battle off with an advantage, stand in the upper right hand corner and punch continuously. You'll have him pinned there until one of the Thugs catch up to you from behind.

### Round Five: Boat

This level introduces:

Red Ninjas (800pts)

Black Axe Jugglers (900)

BOSS: Green Barbarian (5000)

BOSS: Green Twin Blaze Clones (8000)

The action will really pick up here, as enemies begin attacking in large packs. If you have one of the better kicking characters, you will have an advantage - use it often, since you will knock down as many as five enemies with a single kick. You will also have a Barbarian attack you (twice, if you play 2 players) - use the same strategy you used in level three. The end bosses are tough, but not so bad once you figure out that to beat them you need to use your rear attack move ("B" & "C" button simultaneously). One of the Clones will kick in midair - you can nail her with jabs when she first touches down as well. Let them chase you then release the rear attack to knock them down.

### Round Six: Factory

This level introduces:

Red Thugs (700pts)

BOSS: Red Fatso (6000)

BOSS: Two Blue Slashers (4000)

The crushing machinery is easy to avoid. You can even walk OVER it - just don't be underneath when it comes down. The Red Thugs are pesky, but this is a fairly easy level to finish. Don't be surprised by the Red Fatso halfway through the level. Use the same strategy from level four. The Slashers at the end will test your skills, but if you manage to separate them, you can tackle one at a time, or throw one into the other!

### Round Seven: Elevator

No new enemies, and no boss

You have a tremendous advantage here: use your throw technique to toss enemies over the edge! You can hurt them from the elevator even if you are near



the middle. Another good strategy is to stand at the lower left of the screen and punch where the enemies come out. They won't be able to enter the screen, and most of them will be eliminated before they ever make an appearance. You have to occasionally protect your back from Gray and Red Ninjas that fall from above. There is no boss on this level.

### Round Eight: Headquarters

This level introduces:

Black Ninjas (900pts)

Green Whip Women (800)

Green Axe Jugglers (1000) \*except on EASY level

BOSS: Green Boomeranger (3000)

BOSS: Black Slasher (4000)

BOSS: Blue Barbarian (5000)

BOSS: Yellow Fatso (6000)

BOSS: Black Twin Blaze Clones (8000)

Any special attacks you had at the end of the last level are lost here, so you have to rely on your own reflexes. Punch out for moving cars! You will have to beat all of the bosses again here, but the strategies used earlier still apply. The final battle will be a tough one, which will essentially come down to "beating him to the punch". If you stay at his level or higher on the screen, his machine gun bullets will miss you. If you decide to join him, you will be dropped back down to level six, unless your partner decides not to, in which case you fight to the death first! This is an excellent scoring opportunity. Both characters agree to join, then play from level six to eight over again. The next time you meet the boss with the machine gun you will not be given this option.

### Measures:

Average score: 350,000

Good score: 550,000

Great score: 800,000

Joe's high: 814,900





## THE WORST OF THE ATARI 2600, PART 3 OF 3

by Kevin Oleniacz

Here's the last of them - the most horribly conceived and/or designed games ever created for the oldest supported videogame system to date!

**17. Spider Droid** (Froggo) - Move around a grid and color in squares while avoiding "droids". After reaching 1200 points, one can turn the tables and gobble up the droids for bonus points. Whether they thought they could do Parker Bros.' *Amidar* (another terrible 2600 conversion) one better, or -gasp- create something original, they were wrong either way. *Spider Droid* also lacks detail and has scratchy sound effects. Extremely dull and pointless, but then again, Atari 2600 fans had come to expect that from Froggo.

**18. Sssnake** (Data Age) - Now here is a game that could be considered THE worst. It's so bad, it makes the others in this list look like the best of the Atari 2600. All of the graphics consist of blocks. They're equivalent to the old *Pong* games, except I can tolerate *Pong* much longer than *Sssnake*. Your character (a small block) movement is restricted to the center of the playfield (blocks evenly spaced out with a gap in the middle). The score rolls over at a whopping 100 points. The snakes (more blocks connected together) can be easily avoided, and the other monsters (slightly misshapen blocks) are never a threat. Shoot one monster (with fast-moving blocks) and the rest die too. There is one round, one screen, and one life per game.

**19. Star Fox** (Mythicon) - Another loser released by this company. This time you control a spaceship on a mission to extract gems beneath the ocean depths. Your ship is defenseless at the bottom of the screen, and amazingly the gems become intelligent and avoid your efforts while taking advantage of the fact that your ship cannot move sideways while at the bottom. Only one enemy and one gem per

screen. The playfield and difficulty never change. I give credit to Mythicon for not releasing their second cart in the "Star Fox Series".

**20. Stargunner** (Telesys) - Another poor quality shootem' up on one unchanging, completely detail-less screen. One "alien" which is strangely out of reach and therefore impossible to kill constantly bombs your "ship". Apparently the game designer had no concept of the laws of physics, either, because your ship can perform a trick that would make Einstein's head spin. Other non-threatening aliens aimlessly float around the screen. I was feeling sorry for the aliens, just floating around, not harming anything, so one time I simply refused to attack, leaving my ship running idle in the center of the screen. It was 45 seconds later (on level 8!) that the gentle aliens finally noticed I was taking up their airspace and dusted me, proving that they were a kind race after all.

**21. Swordquest Fireworld** (Atari) - If you were frustrated over *Earthworld*, then you'll find *Fireworld* to be twice as aggravating. This follows the same dull concept where one has to continually pick up and drop various objects in order to discover the correct combination to receive clues. Except this time, every room you enter has a practically impossible action sequence, such as scrolling disappearing enemies which reappear right on top of you. Often I felt like making a little "Fire" myself, using this cart as the kindling.

**22. Universal Chaos** (Telegames) - As far as maze shooters go, this is indeed the worst. Maneuvering around a screen filled with blocks while shooting other ships is obviously a very simple and pointless concept. On some levels the background color is so bright it will literally hurt your eyes, while the continuous harsh music would even make Yoko Ono cover her ears.

**23. Warplock** (Data Age) - Another very unoriginal, pointless shooter from the uncreative (and unemployed - heh,heh) minds employed by Data Age. Restricted to the bottom of the playfield, shoot at "aliens" which aimlessly wander and bounce off the edges of the screen. There is a grand total of one screen, and once you are hit, the game ends. The

score rolls over at 100 (sound familiar?), and the pulsating sound throbbing throughout the game could have been orchestrated by Yoko Ono herself.

**24. Bachelor Party** (Mystique) - A side-action Pong/Breakout type cart with an adult twist, this dismal game fails in every area: poor graphics & sound, no background whatsoever, no excitement, and a massive shift in difficulty to laughably easy to impossible in a matter of seconds. After a few tries, this game was quickly shelved deep inside my closet, and just as quickly it was inserted into this column. Unfortunately, no obscure references to Yoko Ono could be made.

#### AND NOW...

Here are THE ten worst games ever made for the Atari 2600:

1. Ssnake (Data Age)
2. Amidar (Parker Bros.)
3. Star Gunner (Telesys)
4. Sea Hawk (Panda & Froggo)
5. Sea Hunt (Panda & Froggo)
6. Spider Droid (Froggo)
7. Star Fox (Mythicon)
8. Warplock (Data Age)
9. Universal Chaos (Telegames)
10. King Kong (Tigervision)



by DIGITAL PRESS STAFF

The good, the bad, and the ugly.

#### TOE JAM & EARL SEGA, FOR GENESIS

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	7	8	7	8	7	10
SOUND	10	8	8	8	9	9
GAMEPLAY	8	8	7	7	8	9
OVERALL	9	8	7	7	8	9

Sega, you've surprised me again! There I was, expecting this much-heralded cart to be a stupid kiddie game, and next thing I know, I'm locked away for a weekend with only a bag of chips, a bottle of Coke, and *Toe Jam & Earl* cranking on the Genesis. It's rare that a game with such fad-conscious mechanics

comes off being truly original, but it does, and it's an excellent 2 player game to boot.

The story behind the game is a simple one - two aliens crash on Earth, and must find the ten pieces of their ship to get back to their home planet. The pieces are scattered among 25 increasingly difficult levels. That's where the standard stuff ends and the fun begins,



PLANET EARTH?

you see, because in *Toe Jam & Earl*, Earth is portrayed as a wildly surreal planet. Defying Christopher Columbus' discovery that the world is round, you

will find yourself falling off of the edge several times a game. The creatures of Earth consist mostly of characters out of a nightmare - A crazed dentist with a drill, women with shopping carts, a giant hampster confined to its roly-ball, stampeding packs of nerds, even the boogie-man himself! There are twenty different types of earthlings, each with their own unique characteristics.

The saving grace of this unforgiving planet are the presents you will find scattered about. Most of these will help you in some way. The super-hitops increase your speed. The boombox makes the earthlings dance for awhile. The telephone allows you to peek at some of the areas you haven't explored yet. There are many, many others. Not all of the presents are beneficial, but there is a wise man that can identify your presents (at a price) before you use them.

The digitized sound effects are all very well done. I must say that this cart has some of the most bizarre (and humorous) sound effects I've ever heard in a game. The bogie-man's "BOOGIE-BOOGIE-Boogie-bogie", the chorus "Hallelujah!" that sounds when you are healed or find the last piece of the ship, and the snoring and wake-up call you hear when you fall asleep are all top-notch. No single enemy in any videogame has ever sounded as sinister as the dentist when he pokes you with his drill. His maniacal laughter is a real gem. Add to these outstanding effects a



two player jam session demo and some pretty upbeat background music, you'll find this game scores very high in the audio department.

Let's talk graphics. It's obvious that this game is trying to capture that cartoonish look, so many of the Genesis' graphic strong points are overlooked. I would have to say that *Toe Jam & Earl's* graphics could be compared to a very good Nintendo game. The difference, however, is in the animation, which is very smooth throughout. There are so many different motions that these characters go through (sleeping, hula-dancing, diving, running with hitops, sneaking on tippy-toes, etc.) that the rather barren background graphics are overlooked.

Finally, the real high point of the game: the two-player option. Playing with one person is OK, but the entire game takes on a new perspective when a friend plays along. In many areas teamwork pays off greatly, and if you want to play competitively, try going your separate ways. The screen splits when the team breaks up, and joins together when they are near. The "random game" option keeps this cart from ever getting repetitious, because the contents of presents, their location, the location of the ship pieces, and the geography change with every game. I can't see myself ever getting really bored with this cart. It's unique, fun-to play (especially with a friend), and has one of the best endings I've ever seen in a game.

**TIP:** There's a secret level hidden beneath level 1! Using either the innertube or the Icarus wings, move all the way to the bottom left corner of the map on level one. In the center of the island there is a hole leading to level 0. Drop down into it and hang out with the hula-girls.

-Joe Santulli

"An excellent two player challenge, but when playing solo the gameplay wears thin after all of the presents have been opened."



OLENIACZ



SCHULTZ

"Great sounds - JAMMIN', Toejam is much cooler than that Mario dweeb."

### RBI BASEBALL 3 TENGEN, FOR NINTENDO

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	4	-	4	5	7	8
SOUND	5	-	4	5	5	6
GAMEPLAY	7	-	4	5	7	7
OVERALL	5	-	4	5	6	7

*RBI Baseball III* by Tengen offers baseball fans all 26 major league baseball teams with their 1990 stats and all divisional champions from 1983 through 1989 with all the season numbers included. Sounds pretty impressive, right? Well, sorry to burst your bubble, but *RBI III* is not really that "outrageous" a cart. True, the game gives you more options than you would expect in a baseball cart (and more), one or two player capability, computer vs. computer mode, and a full season option. This is where the problem lies: for all its stats and options, *RBI III* is a below average game in every sense of the word.

The graphics are really sub-par, the players are small and blocky, not far removed from the type of graphics you could have gotten from the classic *Odyssey2* system. The statistics really don't seem to affect gameplay at all, most batters seem to hit the same, regardless of their 1990 batting average.

The controls for the game were not very good either. For example, to catch a ball hit to the first baseman, you have to move him right or left, which also causes your left fielder to move in that direction as well. Therefore, you would have two players moving at the same time. The controls used for pitching aren't very accurate. To throw a fastball, the player must press down on the controller and hit the A button. To throw a knuckleball, press up and hit the A

button. While fine in theory, there seems to be no difference onscreen.

All of those stats and the ability to use your favorite players are great options but they don't make the game great. This one falls short due to poor graphics and gameplay. I recommend it only to those of you who are die-hard fans, but I would recommend the outstanding *Bases Loaded* series by Jaleco before purchasing *RBI Baseball III*. With this cart, it's 1..2..3 strikes you're out.

-Bill Schultz



HIRSCH

"Compared to other 8-bit baseball games, *RBI III* appears to be about average. The controls could use some work. I hope the Genesis version is better."

## SPRINT MASTER ATARI, FOR ATARI 2600

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	5	-	-	4	5	8
SOUND	4	-	-	5	5	6
GAMEPLAY	6	-	-	5	8	5
OVERALL	6	-	-	5	7	7

Racing games usually seem to please both new and veteran gamers alike, and *Sprint Master* is no exception. Competing against a human or computer opponent, select one of nine tracks to race. Tracks include hairpin turns, straightaways, overpasses, shortcuts with gates which open & shut, or any combination of these features. Choose the # of laps (1-50) and whether your car will bounce or crash into obstacles. Also select high or low traction, and terrain types blacktop, dirt, or ice.

When racing, drive over blue boxes for extra traction or red boxes for a burst of speed. Avoid tarslicks and wall collisions. You can attempt shortcuts over grass, but there's a good chance you'll hit an invisible barrier.

What makes this cart unique in comparison to the other 2600 racing games is the many options which are available. It's an addictive two-player challenge

even for veteran players. What this cart lacks is decent graphics, with the entire detailless track displayed on only one screen. The objects you control barely resemble cars, while the special items you pick up are only squares.

Another complaint I have concerns the overpasses. If you crash under one, much time is consumed as you have to figure out which direction your car is pointing, most likely resulting in a terrible score. Overall, this game provides a nice challenge and is surely one of the better sports games available for this system.

**TIP:** Some of the tracks allow you to "shortcut" through the walls. Experiment with each one as it could shave plenty of time from your race.

-Kevin Oleniacz



ANNICK

"If this were the only videogame on the block I would move."

## FINAL FIGHT CAPCOM, FOR SUPER NES

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	8	8	-	8	-	-
SOUND	7	7	-	7	-	-
GAMEPLAY	8	7	-	7	-	-
OVERALL	8	7	-	7	-	-

Remember *Final Fight* in the arcades? Taking *Double Dragon* a step further, our characters were bigger, had meaner moves, and featured the sharpest graphics and funkiest soundtrack you could find. Capcom picked a winner to translate to the Super Nintendo, and they did a commendable job, especially considering this is one of the first releases for the system.

For those of you who don't remember it, or never played the game, this is a killer brawling contest where your character travels across a tough city to rescue the mayor's daughter from an evil

gang. Along the way, you meet up with stiff opposition, with gang members teaming up to plow you into the concrete. You get the same game at home now, with virtually all of the fighting elements intact. Haggar still delivers a mean pile-driver. Cody's flying spin kick is enough to wipe out anyone in his path, and Guy's... hey, wait a minute! Where



FINAL FIGHT

up with a friend to tackle the "Mad Gear" gang. I wonder why there are two characters to choose from then? Could this cartridge have been rushed a little? Maybe so, but what's there is great stuff. The sound effects grunt across a stereo system like you are there, and the action is smooth and fast. You really can't complain too much, unless you're waiting for your friend to finish playing.

I liked the bonus stages where you try to total an automobile with a weapon in the allotted time. If Capcom keeps this up, they'll be leaders in this system in much the same way they became such for the 8-bit NES: rock solid gameplay!

-Joe Santulli



YOUNGMAN

"Nothing new to be found here... and they could have at least made it with a two player mode."

## ARCUS ODYSSEY RENOVATION, FOR GENESIS

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	9	10	8	8	9	9
SOUND	8	9	8	7	8	8
GAMEPLAY	9	9	8	7	8	9
OVERALL	9	10	8	7	8	9

For someone who has never been a fan of role-playing games, I wasn't in a big hurry to try this one. Arcus Odyssey, however, may have changed all that. By the time it was over, I was wishing there was more to do.

The premise of Arcus Odyssey is not going to bowl you over with originality. This is your basic save-the-princess-from-the-powers-of-darkness situation. To accomplish this, you will have to make it through eight "acts" of swords and sorcery. On each level there is some innocent bystander who gives you a hint about the task you'll need to complete to progress to the next level.

The graphics in Arcus Odyssey are top-notch. An excellent feature of this game is its perspective. You're looking at the action from a 45 degree angle as opposed to straight down. This gives the game a 3D feel, and allows for some detail you otherwise wouldn't have. There is one level in particular where your path appears to be hundreds of feet in the air that is especially aesthetically pleasing.

There are some drawbacks to this game that should be mentioned. For veteran RPG'ers, this may not be the most challenging game that ever came down the pike. Probably the worst thing about the game is that the action slows to a crawl if there is too much happening on-screen. This will come into play if you pick up a companion in your travels. If you're in the two player mode with companions, it will get much worse.

One playing tip would be to choose Diana, the archer (the third from the left on the selection screen). This character can bounce her arrows off the walls and around corners, which definitely comes in handy. Also, her ability to return to full strength with magic crystals found along the way will be a big help.

All in all, a "thumbs-up" for Arcus Odyssey!

**TIP:** To jump right ahead with Diana to Act 8, plug in password JIVBS210X2.





ANNICK

-Karl Youngman

"The Genesis equivalent of *Gauntlet*, this one provides fast action for one player but bogs down a little as a two player contest."

"Great introductory graphics before the quest begins - don't pass it by! Challenging game play."



SCHULTZ

## DARKMAN OCEAN, FOR NINTENDO

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	7	-	6	8	8	8
SOUND	8	-	7	8	7	6
GAMEPLAY	5	-	6	6	7	6
OVERALL	6	-	6	7	7	6

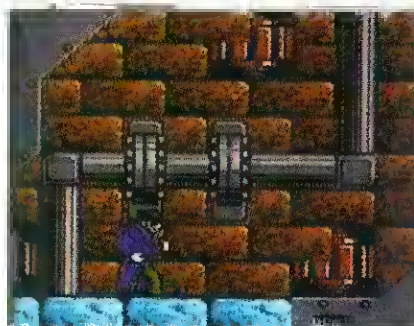
Darkman, the cult movie hero, comes from the big screen to your NES in this game from Ocean. If you're not familiar with the movie, Ocean has provided some on-screen background, retelling the tragic story of Darkman and his quest for vengeance on those who have tried to destroy the bandage-ridden hero.

The object of the game is to help Darkman get revenge on his enemies and find his captive girlfriend. *Darkman* can be played by one or two players (alternating turns), and can be continued up to three times on any level. After the third continue you will have to begin Darkman's quest anew. The game consists of five main action stages with challenge stages between each.

As Darkman, you must first go through a deserted warehouse loaded with villains trying to stop you from getting to their leader, Durant. In the warehouse you

must pummel criminals, use moving platforms, and climb walls (all very much like the Sunsoft cart *Batman*) to get out of this hellacious stage. A word of advice - the first stage is among the most difficult to finish, so stick with it, the game gets easier as you progress.

You continue your quest through Central Park, a Funhouse, Chinatown and across a partially constructed building. Each of these action sequences have their own unique pitfalls. The real fun, however, is in the challenge



NOTORIOUS LEVEL ONE

stages that lie in-between levels. The photo stage requires you to take pictures of your target in order to "make the perfect mask". The helicopter

stage has you hanging from a rope-ladder and traveling at high speeds while avoiding trucks, birds and bombs. There are others as well, but I won't spoil the surprise.

*Darkman* is an average cartridge. There is nothing to make it any different than all of the other action cartridges on the market (with the exception of the photo stage - a very cool concept). The game is really a poor-man's version of *Batman* by Sunsoft. The graphics aren't as good and the controls are somewhat lacking. Still, it's a good game to play if you're a fan of the movie. One thing that will frustrate most gamers is the difficulty of level 1. This may be the most frustrating level 1 in videogame history. After this, the rest of the game is a cakewalk. Average graphics, average sound, and average gameplay makes *Darkman* for the NES just average at best.

-Bill Schultz

"I liked the fact that the game sticks close to the movie's storyline. The background music is very rich - gotta love that bass line."



SANTULLI

"This seems to be an advanced version of *Donkey Kong* with its series of well-timed jumps. I also found that the levels got easier as I progressed, and started off much too difficult."



ANNICK

## CHAMPIONS FOREVER BOXING NEC, FOR TURBOGRAFX-16

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	8	8	-	-	9	10
SOUND	8	9	-	-	9	9
GAMEPLAY	7	8	-	-	8	7
OVERALL	7	8	-	-	9	8

As a big fan of boxing, I was thrilled when *Champions Forever* hit the shelves. I hadn't bought a TurboGrafx-16 game for awhile, after being completely bored by a long stretch of shooters and below-average skill games that I was fortunate enough to rent first. I had to contemplate buying this one, too. I didn't want to get burned for \$60.

Well guess what? It's a decent game. There are five big names: Ali, Frazier, Foreman, Norton, and Holmes. Each boxer truly looks like his heavyweight counterpart, and fights according to his career style - so the manual states (more on that later). There are also three "unknowns" thrown in which you can use to start a career of your own.



RINGSIDE

The graphics are sharp, from the digitized opening screens depicting the five champs, to the smoothly animated bouts. Between rounds, you can "see" the damage to each boxer's face.

I was K.O.'ed by the soundtrack, reminiscent of today's boxing world's ring-entry fare. Complete with grinding synths and sampled boxing sounds, you'll

hesitate before leaving the opening demo - it sounds too good to exit! If not for the mediocre crowd sounds, I'd have given the highest possible rating for sound.

I couldn't distinguish the styles as much as I would have liked. The computer is aggressive no matter who it assumes, although I would have expected Ali to "rope-a-dope" me a bit and Holmes to try to corner me like an animal. It just doesn't work that way. There are some slightly higher power ratings for certain punches, but this is negligible, since you can increase your power in any area between rounds anyway.

I have no complaints about the controls, everything seems pretty fair. The scoring between rounds confuses me though, because you can get knocked down twice in a round and still win it if you land enough jabs. That's not boxing, my friends, and this may not be a true simulation of the greatest heavyweights of our time, but this cart still packs a punch.

**TIP:** Since the computer tends to mix up its punches rather than go to its power punch regularly, build up a strong hook or uppercut and use it consistently to out-power your opponent.

-Joe Santulli

"Outstanding sound and graphics! This simulation is one of the best sports games I've ever played, overshadowed only by the Electronic Arts' Genesis line."



OLENIACZ



YOUNGMAN

"Above average as a fight game, with incredible sound."



# O.O.M.P.H.

Order of Marginally Powerful  
HEROES

On a remote island, inhabited by  
tribal natives skilled in hunting, fighting  
and videogame playing...



For it is said: "Even a man  
who's true of heart..."

...Rules one VOODOO JANE, abandoned  
here as an infant. She is believed to be  
the offspring of a struggling magician  
couple...



Can become a SLUG  
when the devils thick...



And says his prayers  
by night...

HALT Foul Creature of  
the night and return to...



When danger befalls the natives  
on this hostile island, VOODOO  
JANE endows the powers of  
magic to ward off evil!



And the moon is full  
and bright!

Can't harm  
ME!



EH?  
Is not rain,  
IS  
SALT WATER!

MEANWHILE...



Trouble is  
brewing on a  
remote section  
of the island.

Let's make  
some noise!



SSSSSSSS

Punk.

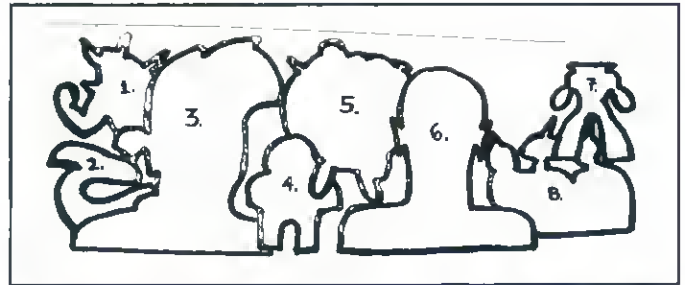
Voodoo Jane is  
the law in these  
parts... no slug  
too slimy... no beetle  
too crunchy... no  
moth with strong  
enough wings... no  
well, you get the  
picture. Just  
imagine what she  
would do to a human!  
Yeeek!





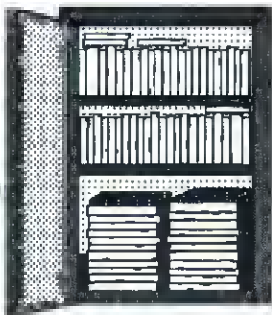
## HISTORY POP QUIZ #2

We taunted you last issue with some screen pics of six videogames that spanned the ages. Did you get all six? Check out the answers below. Then see if you can identify these characters from videogame history, and the games they represent. HINT: These guys are never on your side. They'd rather see you perish.



ANSWERS to QUIZ # 1: (clockwise, from upper left) War Room (Probe 2000/ColecoVision), Beauty & the Beast (Imagic/Intellivision), Final Zone (Renovation/Genesis), Loco-Motion (Mattel/Intellivision), Y's: The Vanished Omens (Sega/Master System), Legendary Axe II (NEC/Turbografx-16).

CLOSET



CLASSICS

## VOLUME 3

by Digital Press staff

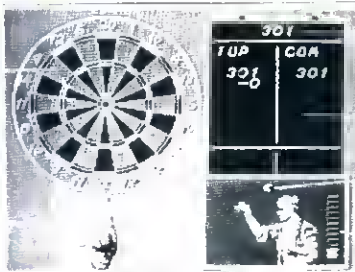
Here are this issues entries in the "sleeper" category: those games that

received little attention despite the hours of enjoyment we had with them:

1. **Wing War** by Imagic (for ColecoVision)  
- In this rather unusual game, you control a black dragon trying to extend its lineage as well as grabbing a few crystals for points along the way. The game "feels" like the Atari classic, *Joust*, but with dozens of screens, detailed backgrounds, and several different enemies. The strongest feature of the game is its non-linear gameplay: you can go right for the points, or you can try to build up a super-powerful dragon and search for eggs (providing extra lives). There is no background music, and one extremely persistent enemy (the Griffin) tends to spoil the game at

higher point values. Overall, this is an original and addictive game to play.

**2. Parlour Games** by Sega (for the Sega Master System) - You have to appreciate the attention to options given to this little classic. Contained within this 1 meg cart are Billiards, Darts, and World Bingo. Billiards contains four different games, as does darts, and each game allows up to four players to get in on the action. The darts game is the strongest of the three, with crisp graphics and easy-to-learn play mechanics. The game I never figured I'd enjoy, World Bingo, actually turned out



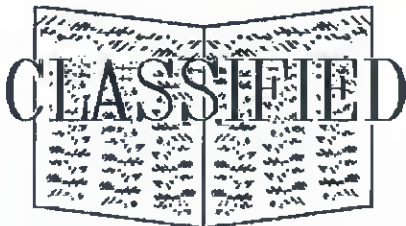
PARLOUR GAMES: DARTS

to be the most addictive. It's like the old classic, except that you can rotate sections of the card, and depending on the size of your bet, certain advantages can be earned prior to the first number being called. The billiards game offers a good challenge, especially since you can choose the computer's skill level. If you happen upon *Parlour Games* on the discount rack in a toy store or find it at a garage sale, snatch it up - you wouldn't want to miss it.

**3. Piece O' Cake** by US Games (for Atari 2600) - Among the series of non-shooters released by US Games during the early 80's, *Piece O' Cake* rates among one of the most enjoyable 2600 carts. In this amusing game, one must control a baker who constructs cake as it moves along a conveyor belt. Before you know it, the pace reaches a frantic state, and you'll feel like you're trapped in an "I Love Lucy" episode. The baker appears comical as does the concept of this cart. The paddle controller provides smooth gameplay for this fast-paced challenge. *Piece O' Cake* is definitely one of the best carts for this system, and can certainly be considered a classic!

**4. Armor..Attack** by GCE (for the Vectrex) - Perfectly translated from the coin-op of the same name, this action-packed cart provides crisp vector graphics and a relentless computer opponent. You will find yourself actually employing a strategy in this game of survival. The overlay is slick-looking, the sound effects are dynamite (especially the helicopter that zips around the screen), and the challenge builds slowly but logically. Your fingers will be numb after a few games of this one!. If you are fortunate enough to own this classic system, you'll want to track down a copy of *Armor..Attack*.

## DIGITAL PRESS



Looking for used or hard-to-find cartridges? Want to sell something to a collector? Let us help. Send us your ad and we'll print it FREE!

**FOR SALE:** For ColecoVision/Adam Carts: Cabbage Patch Kids Picture Show, Carnival, Defender, Donkey Kong Jr, Face Maker, Mr. Do!, Mouse Trap, Q\*Bert, Space Fury, Telly Turtle (no box), Zaxxon (no box). Datapack: Smart Filer Rev. 27D. \$6 each. Stanley Siembor,

378 Sunningdale Dr, Inkster, MI 48141-1239.

**WANTED:** (for Atari 2600): Double Dragon, Frankenstein's Monster, F-14 Tomcat, Ikari Warriors, Kung-Fu Master, Solaris, Montezuma's Revenge, Miner 2049er, Miner 2049er II, Pete Rose Baseball, Spike's Peak/Ghost Manor. Write or call: Jeffrey Stewart, 1014 W.Parkway Dr., Cleveland, MS 38732 (601) 843-7385 after 3pm.

**WANTED:** Bally Astrocade (hardware) printer, keyboard (software) Solar Conqueror, Cosmic Raiders, Missile Attack, Bowling, Soccer, Letter Match, Music Maker, Creative Crayon w/light pen, Conan the Barbarian, Blast Droids, Ms. CandyMan, Muncher, Sea Devil, Treasure Cove. Atari 5200 controllers. Guy Gordon, 320 Washington Blvd. Hoffman Estates, IL 60194-3048.

**WANTED:** 2600 carts: Quadrun, Spy Hunter, Texas Chainsaw Massacre, Trick Shot, any of the Starpath

connector tapes. Also any Atari keyboard connector, Personal Game Programmer module. I am looking for these systems: Vectrex, Atari 5200, Zircon Channel F, Bally Midway Arcade, Intellivision I-III, and any old Atari Pong units. Ralph A. Barbagallo, 3 Village Way, No. Andover, MA 01845.

**FOR SALE:** Intellivision: Golf, Star Strike, Sea Battle, Poker & Blackjack, Baseball, Frogger, Pitfall, Football, Bowling, Night Stalker, Astrosmash, Popeye, Armor Battle, Dungeons and Dragons, Scooby Doo Maze Chase, Tennis, Demon Attack, Auto Racing, Space Spartans, Space Battle, B-17 Bomber. Sell separately \$5 each or 3 for \$10. Also Atari 5200 Berzerk and Atari 2600 Missile Command same prices. Atari 2600 Mouse Trap (new in box) \$10.

**WANTED:** Coleco Bump N Jump, Atari 2600 Mr. Do's Castle, Atari 7800 Winter Games. I have valuable carts to trade or will pay well. David DiSalvatore, 2015 Newhaven



Dr. Baltimore MD 21221 (301) 574-3012.

**Are you a fan** of an old video game system that gets little or no attention? Then you need to read ZAP, the newsletter for classic systems! For a free issue, send a stamp to Ter Micharoni, 142 Justin Ave. Staten Island, NY 10306.

**WANTED:** Atari 7800 games: Basketbrawl, Fatal Run, Ikari Warriors, Donkey Kong, Donkey Kong Jr, Meltdown, Midnight Mutants, Planet Smashers, Scrapyard Dog. Write: Edward Villalpando, 13525 Utica St. Whittier, CA 90605.

**FOR SALE:** Carts (over 80!), 2600's, controllers, Starpath games, Amiga Joyboard, Exus Footpad - many other items. Also Lynx games and 800XL w/software. Most items in box, like new.

**WANTED:** Submarine Com., Rubik's Cube, Fun w/Numbers, Concentration, Circus Atari, Adventure, Home Run, Pele's C.S., Sorcerer's App., Snoopy, Gravitar - all must be the ORIG. release. Looking for '84 catalogs, Video Game Brain/Romscanner, and old Atari systems (pre-2600) any condition. Willing to trade - Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643 or call (717) 388-2824.

**WANTED:** Microvision, APF MP1000, Emerson Arcadia, various handhelds and dedicated TV games; Kid Vid and Compu-mate; 2600 games: Crazy Climber, Cubicolor, Custer's Revenge, Gameline Master Module, Gamma Attack, Harem, Gas Hog, Music Machine, Lockjaw, Rescue Terra I, Rush Hour, Slot Machine, Snowplow, Submarine Commander, Tapper, Video Life, Wings, 2-Tack, many others; many carts for other systems. Send list to Russ Perry Jr. 5970 Scott St. Omro, WI 54963 (414) 685-6187.

**WANTED:** (for Atari 2600) Porky's, Subterranea, Roc 'N Rope, Tomcat F-14, Super Cobra; (for Intellivision) Worm Whomper,

Dreadnaught Factor, Happy Trails. Tim Duarte, 14 Blackburn St. Fairhaven, MA, 02719-4334, (508) 997-1983.

**Looking for pen-friends** into gaming - computer games etc. Write to: Mark Krischak, 2611 Yorba Linda Blvd. #301, Fullerton, CA 92631.

**WANTED:** Old videogame 'memorabilia'. Videogame T-shirts, buttons, magazines, newsletters, etc. from pre-Nintendo age. Also Pac-Man clock, glasses, toys, or anything else with Pac-Man on it. Write or call James Cooper, 5121 S. Trenton Ave, Tulsa, OK 74105.

**FOR SALE:** (for Intellivision) B-17 Bomber, Space Spartans, Lock n Chase, NHL Hockey, Night Stalker, Star Strike, \$5 each. Also Intellivision musical keyboard (\$30). **WANTED:** Vectrex carts, Atari 7800 Xenophobe, Intellivision Safecracker & Shark! Shark!, and ColecoVision Spy Hunter. Write or call: Joe Santulli, 29 Cupsaw Avenue, Ringwood, NJ, 07456-2919 (201) 962-7438.

**WANTED:** Pre-1987 Atari, Apple, video game & other magazines, computer & cartridge software for most Atari & Apple, home game system carts for most systems. Frank M. Polosky, P.O. Box 9542, Pgh, PA 15223.

**FOR SALE:** Over 60 Atari 2600 carts w/ instructions - send for free list! Atari XE: Gato (new - \$7). Atari 7800: F-18 Hornet and Super Skateboardin' (new - \$10). Commodore 64 games also available. **WANTED:** C-64 disk New York City, 2600 carts: Mangia, Master Builder, Sinistar, Frogger II, many others. Write or call: Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ, 07456. (201) 835-8156 after 7pm weeknights, anytime on weekends.

**WANTED:** Cartridges and hardware for Atari 2600, Vectrex, and ColecoVision/Adam. **FOR SALE:** (or trade) Cartridges for Atari 2600, 5200, ColecoVision, Odyssey2, Intellivision. Also video copy carts for Atari 2600. Write: James G. Davis, 405 Barrett Ave, Hartford, KY 42347 or call after 7pm (502) 298-7327.

**WANTED:** Atari 2600 Ladybug. Willing to pay top price. Rick Feroli, 88 Ettrick St, Brockton, MA 02401-5802.

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### NEXT ISSUE:

- "Whatever Happened To...?": a look into hardware & software that never happened
- Atari 2600: Rarities pt. 1 of 2
- Complete Vectrex List
- Closet Classics
- Random Reviews
- ...and more

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#### **TENGEN**

With its announcement of an alliance with Sega, Game Gear and Mega-Drive owners will begin seeing new software from Tengen. By the time this hits the press, *Popils* (a strategy puzzler) for the Game Gear should be on the shelves. Tengen will also produce cartridges (*Hard Drivin'* among the first) for the Genesis' Japan counterpart, the Mega-Drive, by early '92.

#### **RENOVATION**

Busy grinding out quality titles for the Genesis, two future releases look very promising: *Master of Monsters* is a war simulation set in a world of sorcery. This game contains a unique blend of wargame strategy and magic. Look for it this month. *Syd of Valis* is another entry in the popular Valis series. This action

adventure should appeal to gamers of all ages with its large, colorful characters. We should be seeing Syd in February. Renovation will also release a slew of RPG's for the Genesis in the next few months.

#### **TELEGAMES USA**

We mentioned Telegames USA in our last issue as a great source for ColecoVision cartridges. They are presently supporting the Lynx, and will release *The Guardians: Storm Over Doria* in February. This is a 2 meg RPG with 3/4 overhead perspective. This cart will boast over 30 magic spells and 23 different monsters! Hopefully we'll have a review for this cart next issue.

#### **RAZORSOFT**

After a quiet fall season from Razorsoft, Genesis owners will see some great action games in the next month or so. *Slaughtersport*, a title that was acquired from Activision as *Mondou's Fight Palace*, is an arena-battle game where creatures of many different races compete. *Death Duel* is a first-person perspective battle - you guessed it - to the death.



I'm not ordinarily a joiner, but I think it may be time for fans to form a national organization. There are things we as hobbyists can do together that we cannot accomplish individually. Just about every other major hobby, from model railroading to stamp collecting, has an organization, and I think electronic gaming could reap many of the same benefits.

Some possible activities for a national fan club:

- Keep lists of fanzines and readers. We're doing what we can, but a club could produce more frequent and larger lists.
- Start an amateur press association. This is a circle of fanzine editors who exchange publications through a central mailer.
- Provide sources for import cartridges, peripherals and other gaming materials not often available at the local store.
- Work with manufacturers, professional associations and conventions to promote the interests of rank-and-file gamers.
- Assist potential professional game designers, developers and journalists.
- Promote contact among fans through correspondence, local clubs and special publications.

There are a lot of other things a club could do, and no doubt you'll write and suggest some of them. Let's unite!

So let me know what you think. And in the meantime, let me tell you about some hot new fanzines.

### Phanzine Star #2

Noah Dziobecki

4436 E. Fifth St.  
Long Beach, CA 90814

\$2 per issue—Bimonthly  
55 pages

The second issue shows big improvement for this fanzine about Genesis, Super NES and PC games. Along with the usual reviews and tips, *Phanzine Star* offers several thought-provoking articles by editor Dziobecki. The most interesting of these are a retrospective of Genesis titles, a forecast of coming



## Is It Time for a National Fan Club?

by Arnie Katz

trends in gaming and a sure-to-be-controversial piece on whether current games are too easy.

Noah draws as well as writes, so *Phanzine Star* has some pretty good pieces of artwork to liven up its pages. At this point, he's better at spot illustration than the comic strip, but fandom can sure use an arty fella like him. *Phanzine Star* #2 definitely stamps this enthusiastic publication as an up-and-comer that's worth a try.

### Genesian #2

Rick Schrand

6533 Bittersweet Drive  
Ft. Wayne, IN 46825

\$4—Quarterly  
12 pages

The second issue of this all-Genesis zine is largely devoted to long reviews of *Might & Magic*, *James Pond* and *King's Bounty*. Rick is tough but fair. You may not agree with him, but he tells enough about the game to help prospective buyers.

The editorial about the Genesis and SNES makes some valid points, though it probably underrates the appeal of Nintendo's 16-bit system. Give Rick credit for correctly predicting that the Genesis would have a great fourth quarter 1991.

*The Genesian* is well laid-out and printed, with a few slick fillos (filler illustrations) to break up the text. I'd advise against jumping one story so many times, and double-sided printing would help, too, but the content is likely to interest Genesis owners.

## Digital Press, January 1992

Joe Santulli

29 Cupsaw Ave.

Ringwood, NJ 07456-2919

\$1.25—Bimonthly  
18 pages

This is one of my favorite new fanzines, and I think most video gamers would enjoy it, too. Joe Santulli is certainly a candidate for fanzine rookie of the year. He writes well and comes up with ideas you won't find duplicated in a dozen other magazines, like his essay on how to entice newcomers into gaming.

Reviews of video games, each title covered by a board of critics, fill the largest section of the fanzine, but there are many other good pieces, including a comparison of football cartridges for the Genesis, holiday buying suggestions, a checklist of ColecoVision cartridges and a long article about the worst games for the Atari 2600.

*Digital Press* needs a better-organized colophon. A table of contents and detailed crediting of text and artwork would also help. These are easily corrected imperfections in what is basically one of the hottest fanzines around. Try a copy.

### The 2600 Connection #6


Tim Duarte

14 Blackburn St.

Fairhaven, MA 02719-4334

\$6—Bimonthly  
Eight pages

Like Paul McAleer's *Micro-Bytes*, this beautifully produced fanzine celebrates that classic video-game system, the Atari 2600. Material includes an interview with Steve Cartwright, details of a 2600 game from Australia, strategy tips, a good letter column, sources for old 2600 titles and a checklist of Coleco cartridges.

Tim and his staff do a great job of collecting information and presenting it in an intelligent, readable fashion. *The 2600 Connection* is indispensable for any 2600 gamer. 

## Attention Fanzine Readers

If you want to get better acquainted with electronic-gaming fandom, one good way is to send for the free current fanzine list. This contains the names, addresses, prices and brief descriptions of dozens of current electronic-gaming fanzines. You can obtain the list by writing to Arnie Katz (see *Megagaming* for address) and sending a self-addressed stamped envelope.

## MEGAGAMING

The biweekly "Voice of Electronic Gaming," produced by Arnie Katz, Bill Kunkel and Joyce Worley, contains news and commentary with a behind-the-scenes perspective. Among its many features are reviews of current fanzines and an advice column for fanzine editors. For a three-issue trial subscription, send \$5 to *Megagaming*, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.